

## 1. ISF Setup Table

Area	Army	CTS	Police	Emergency Bn	Militia
North					
West					
South					

## 2. ISF Operations Table

Die Roll	Current ISF Casualty Level		
	0-10	11-20	20 or more
1	3	2	1
2	3	2	1
3	4	3	2
4	4	3	2
5	5	4	3
6	5	4	3

## 3. ISF Operation Results Table

Net ISF - ISIS Value	Outcome	ISF Casualties	ISIS VPs
-1 or less	ISIS Defeats Operation	2 - Automatic	+1
0	ISIS Defeats Operation	1 - 1d6 3 or greater	+1
+1-2	ISF Wins Control	1 - 1d6 4 or greater	
+3-4	ISF Wins Control	1 - 1d6 5 or greater	
+5 or more	ISF Wins Control	1 - 1d6 6	

## 4. ISIS Attack Results Table

Result	Outcome	VPs
ISIS Score Greater	ISF unit is removed as a casualty	+1 ISIS VP for ISF Casualty +1 ISIS VP for successful attack Adjust ISF VP if VP hex LoC cut
Score Tied	ISF unit is removed as a casualty	+1 ISIS VP for ISF Casualty Adjust ISF VP if VP hex LoC cut
ISF Score Greater		+1 ISF VP for defeating ISIS attack

## 5. Sequence of Play

### ISF Operations

- Determine number of ISF Operations on the ISF Operations Table
- Place ALL ISF Ops Markers on Contested Target Hexes and identify attacking ISF hex/units
- Deploy ISF Ground and/or Air Assets to Contested Target Hex
- Draw and deploy ISIS Defenders to all Contested Target Hexes
- Execute ISF Operations

### ISIS Attack Phase

- If ISIS Attack Asset drawn earlier in turn execute ISIS Attack
- Determine target hex for attack
- ISF assign CAS if applicable
- Resolve ISIS attack

### Operations Inter-phase

- Move deployed on-map ISF Ground Forces
- Deploy ISF Ground Units from Transfer Box
- Transfer Ground Units between Operational Zones
- Redeploy Ground Assets
- Update Air Asset readiness
- Replace ISF Casualties

## The Battle for Ramadi

The Final Assault on the City, 22-28 December 2015

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